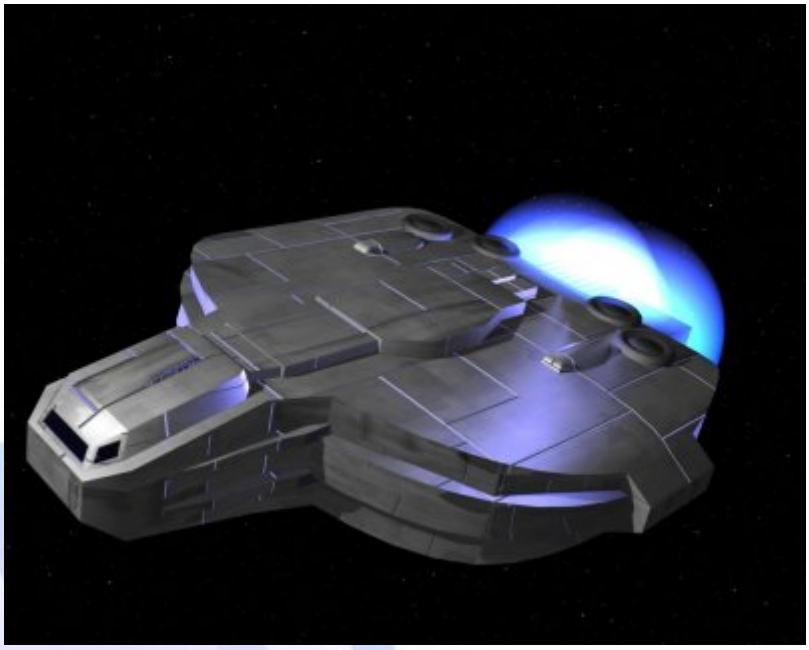
Starships D6 / MandalMotors "Spire" Class L



Name: Spire Light Transport
Type: MandalMotors "Spire" Class Light Transport
Scale: Starfighter
Length: 35 Meters
Skill: Archaic Space Transports - Spire Transport
Crew: 2; Skeleton Crew: 1/+10
Crew Skill: Archaic Space Transports 4D, Astrogation 4D, Starship Shields 4D
Passengers: 12
Consumables: 9 Months
Cost: 35,000 (used)
Cargo Capacity: 90 Tonnes
Hyperdrive Multiplier: X4
Hyperdrive Backup: N/A
Nav Computer: Yes
Space: 5
Atmosphere: 300;850kmh
Maneuverability: 1D
Hull: 4D
Shields: 1D
Sensors:
- Passive: 20/0D
- Scan: 40/1D
- Search: 55/2D
- Focus: 2/3D

Weapons:
- Twin Pulse Wave Blaster Cannons
  - Fire Arc: Front
  - Fire Control: 1D
  - Space: 1-3/9/20
  - Atmosphere Range: 100-300/900/2km
  - Damage: 4D

Description: An older design built by the Mandalorians, the Spire class transport was originally manufactured for the Mandalorian Military where it served as a troop transport and light cargo carrying vessel. However soon after it was retired it began to be sold on the open market where it found itself a popular and much desired transport ship. Fast for its time, and pretty tough, this vessel is still a desirable second hand purchase because of the large capacity for passengers and low crew requirement for an ancient vessel although it is now considered to be a difficult vessel to pilot. However it has a small amount of cargo space for such a large vessel, making conversions a

popular choice with the large older engines being removed to free up space for newer and smaller replacements.

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